The Village of Key Biscayne Community Survey Results

Leisure Vision

a division of ETC Institute

May 2002

Agenda

-) Purpose
-) Methodology
-) Findings
-) Questions

Purpose

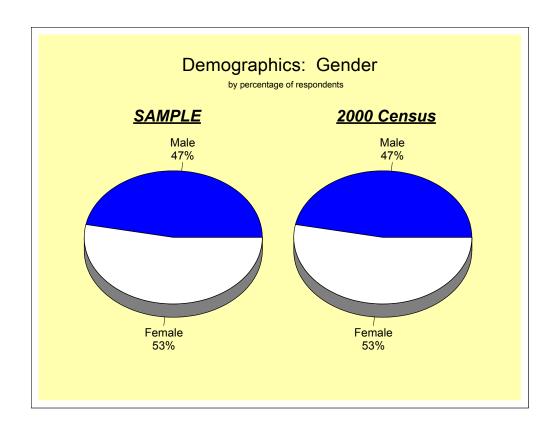
To gather statistically valid input from the community about the need for and feasibility of a Community Center in the Village of Key Biscayne

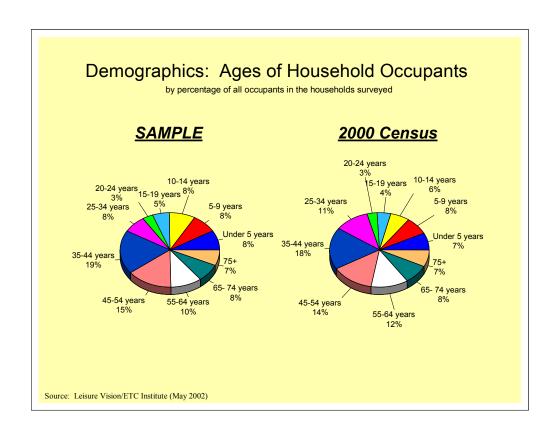
-) Is there really a need?
-) If so, what will people use and how often?
-) How much will they pay?

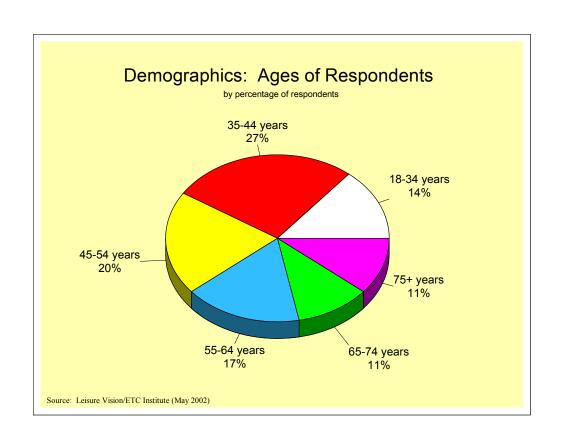
Resident Survey Methodology

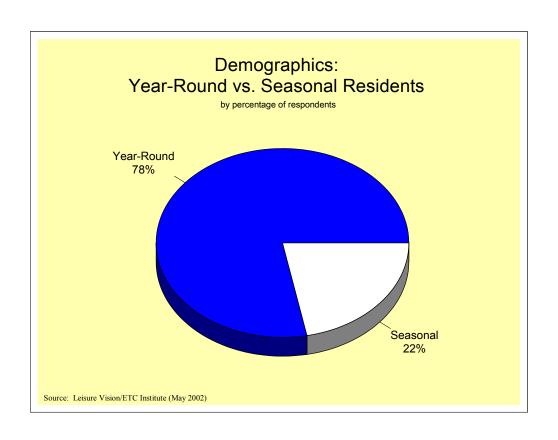
-) random sample of 404 households
-) administered by phone
-) 12 minutes in length
-) 73% of the household contacted participated
-) conducted May 15-25, 2002
-) 95% level of confidence; precision +/-4.8%

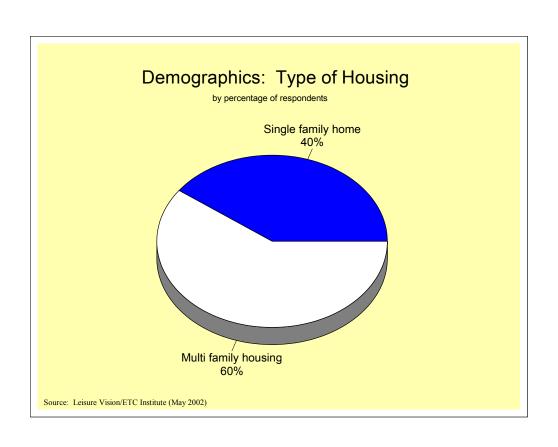
Demographics

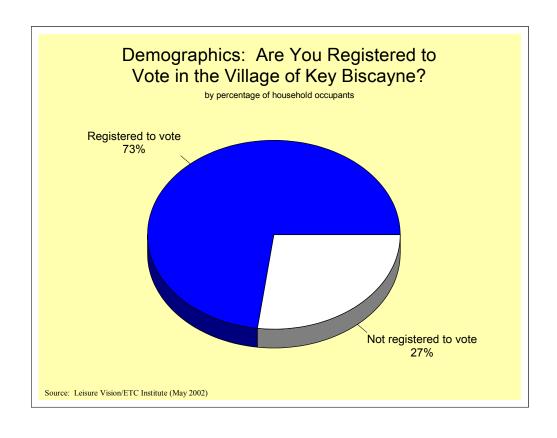








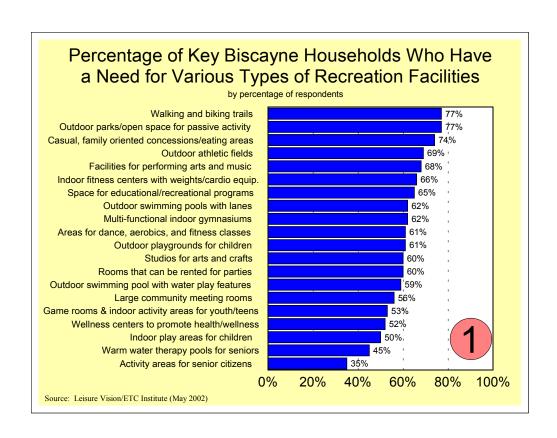




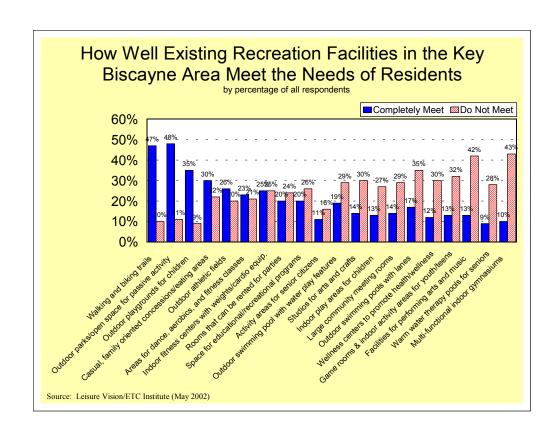
Task 1: Assess the Need for New Recreational Facilities in Key Biscayne

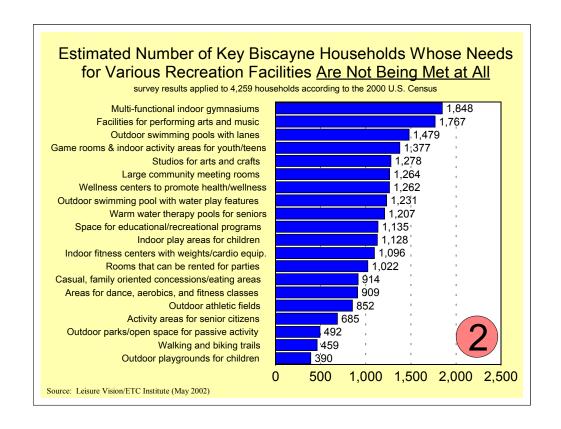
Methodology for Assessing the Need for New Recreation Facilities

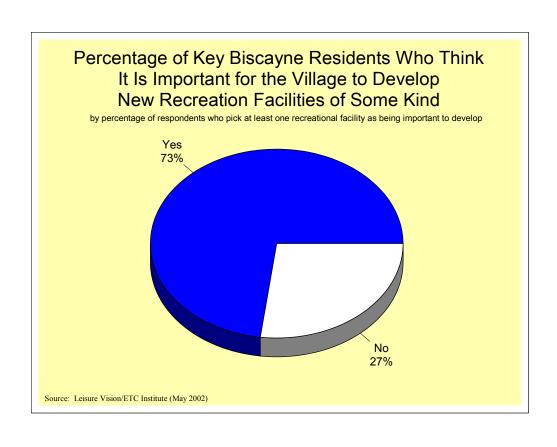
- 1. how many households need various recreation facilities?
- 2. how well are needs being met by existing recreation facilities?
- 3. what level of priority do residents place on the development of various recreation facilities?

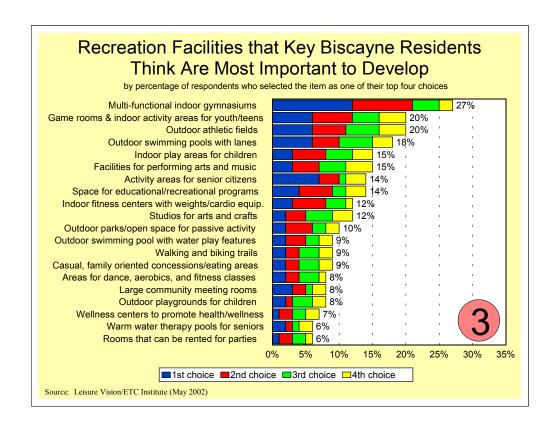


How Well Existing Recreation Facilities in the Key Biscayne Area Meet the Needs of Residents by percentage of respondents whose household has a need for the facility Walking and biking trails 61% 24% 15% Outdoor parks/open space for passive activity Outdoor playgrounds for children 31% 29% Casual, family oriented concessions/eating areas Outdoor athletic fields 29% Areas for dance, aerobics, and fitness classes 27% 35% Indoor fitness centers with weights/cardio equip. 39% 34% 26% 40% Rooms that can be rented for parties Space for educational/recreational programs 41% Activity areas for senior citizens 46% Outdoor swimming pool with water play features 49% Studios for arts and crafts 26% 50% Indoor play areas for children 21% 53% Large community meeting rooms 17% 56% Outdoor swimming pools with lanes Wellness centers to promote health/wellness 57% 24% Game rooms & indoor activity areas for youth/teens 15% 61% Facilities for performing arts and music 61% 18% 63% Warm water therapy pools for seniors Multi-functional indoor gymnasiums 0% 20% 40% 60% 80% 100% ■Completely Meet Partially Meet Do Not Meet Source: Leisure Vision/ETC Institute (May 2002)





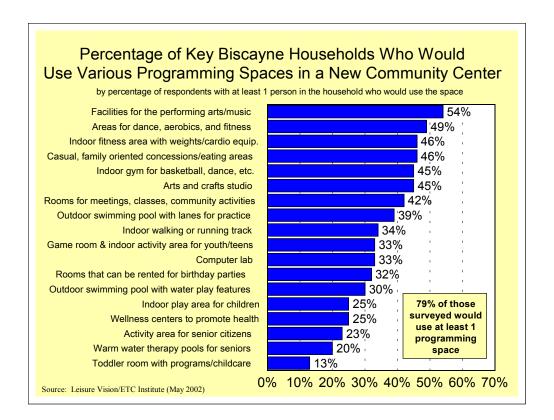


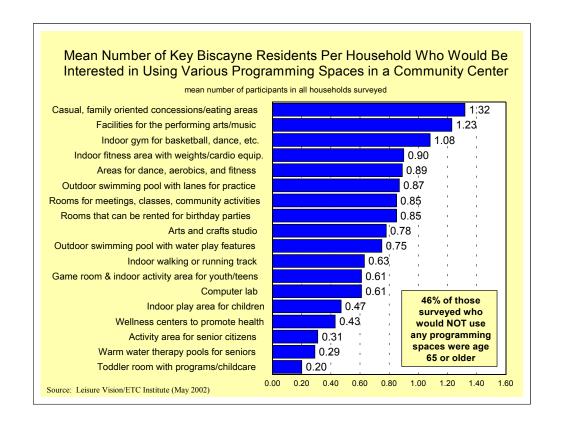


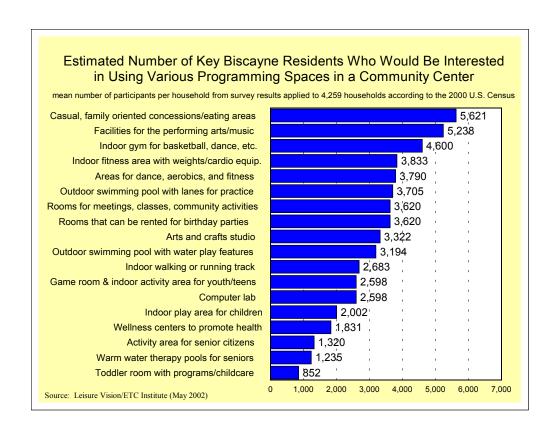
Comparative Ratio Analysis for Assessing Community Recreation Priorities											
$(1) \qquad (2) \qquad (3)$											
Recreation Facility	% of Household Who Need Facility (weight=1)	% of Household Whose Needs Are Not Met at All (weight=1)	% of Households Who Selected the Facility as a Top Priority for New Development (weight=3)	Total Score	Rank						
Multi-functional indoor gymnasiums	1.8	4.7	4.5	20.0	1						
Game rooms & indoor activity areas for youth/teens	1.5	3.5	3.3	14.9	2						
Outdoor swimming pools with lanes	1.8	3.8	3.0	14.6	3						
Outdoor athletic fields	2.0	2.2	3.3	14.1	4						
Facilities for performing arts and music	1.9	4.5	2.5	13.9	5						
Indoor play areas for children	1.4	2.9	2.5	11.8	6						
Space for educational/recreational programs	1.9	2.9	2.3	11.7	7						
Studios for arts and crafts	1.7	3.3	2.0	11.0	8						
Indoor fitness centers with weights/cardio equip.	1.9	2.8	2.0	10.7	9						
Activity areas for senior citizens	1.0	1.8	2.3	9.7	10						
Outdoor swimming pool with water play features	1.7	3.2	1.5	9.4	11						
Casual, family oriented concessions/eating areas	2.1	2.3	1.5	8.9	12						
Large community meeting rooms	1.6	3.2	1.3	8.7	13						
Outdoor parks/open space for passive activity	2.2	1.3	1.7	8.6	14						
Wellness centers to promote health/wellness	1.5	3.2	1.2	8.3	15						
Areas for dance, aerobics, and fitness classes	1.7	2.3	1.3	7.9	16						
Walking and biking trails	2.2	1.2	1.5	7.9	16						
Warm water therapy pools for seniors	1.3	3.1	1.0	7.4	18						
Rooms that can be rented for parties	1.7	2.6	1.0	7.3	19						
Outdoor playgrounds for children	1.7	1.0	1.3	6.6	20						

Task 2:

Assess Potential Usage of a New Community Center







How Often Residents Would Use Various Programming Spaces in a Village Community Center

by percentage of residents who would use the space

Indoor play area for children
Game room & indoor activity area for youth/teens
Areas for dance, aerobics, and fitness
Outdoor swimming pool with lanes for practice
Indoor walking or running track
Toddler room with programs/childcare
Outdoor swimming pool with water play features
Indoor gym for basketball, dance, etc.
Computer lab
Activity area for senior citizens
Warm water therapy pools for seniors
Casual, family oriented concessions/eating areas
Wellness centers to promote health

Indoor fitness area with weights/cardio equip.

Arts and crafts studio Facilities for the performing arts/music Rooms for meetings, classes, community activities Rooms that can be rented for birthday parties

69%							17	%	9	9% 1 <mark>%</mark> %	
61	61%				27% 7%19						
58°	%		24%				10% 4%4%				
58°	%	6				23%			10% 3% 6%		
579	57%				28% 5% 4% 6%						
55%	55%					23%			11% 6% 5%		
50%	50%				29% 4% 17					17%	
45%					36%				8% 2% 9%		
40%	34			%	%			17	7% 5%4%		
37%		30%			10			8%		9%	
36%		31%			1		16%	6% 8'		9%	
35%		24%	24%				9%		21%		
32%		419)			17%		6% 4%		
32%		28%			1	7%		6%	17%		
29%		43%						17%		8% 8%	
20%	35% 29%				10	% 6%					
16% 3	3%			26%				14% 11		11%	
5% 9% 18%		33% 35%									

0% 20% 40% 60% 80% 100%

■Several times Per Week □ A few times Per Month □ At Least Once/Month
■Less than Once/Month ■ Seldom/Never

Source: Leisure Vision/ETC Institute (May 2002)

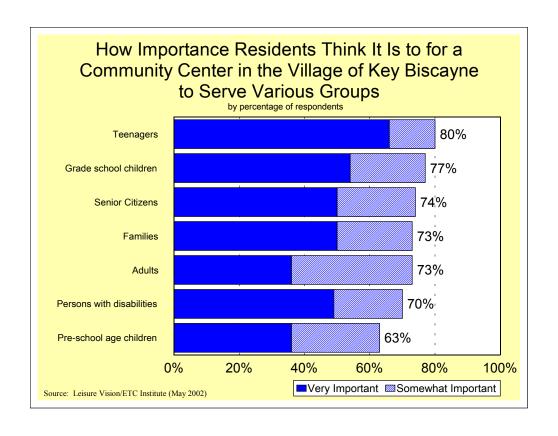
Estimated Number of Potential Visits Per Year Key Biscayne Residents Could Make to a Community Center to Use Various Programming Spaces

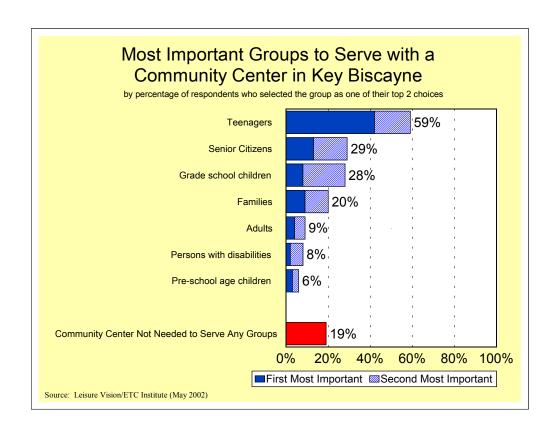
survey results adjusted and applied to 4,259 households according to the 2000 U.S. Census numbers reflect maximum market size

	DAYS PER YEAR								
Adjusted Frequency of Use in Days Per Year	52	12	6	2	0				
				%		mean #			
			% At	Less		persons			
Stated Prefence for Frequency of Use	% Several	% A few	Least	than	%	per HH	# of Key		Avg.
	times Per	times Per	Once/	Once/	Seldom/	who will	Biscayne	TOTAL	Visits Per
	Week	Month	Month	Month	Never	use	Households	VISITS/YR	Day
Indoor fitness area with weights/cardio equip.	69	17	9	1	4	0.9	4,259	147,498	404
Casual, family oriented concession/eating areas	32	41	17	6	4	1.32	4,259	127,617	350
Areas for dance, aerobics, and fitness	58	23	10	3	6	0.89	4,259	127,285	349
Outdoor swimming pool with lanes for practice	57	28	5	4	6	0.87	4,259	123,684	339
Indoor gym for basketball, dance, etc.	40	34	17	5	4	1.08	4,259	119,593	328
Outdoor swimming pool with water play features	45	36	8	2	9	0.75	4,259	90,206	247
Game room & indoor activity area for youth/teens	58	24	10	4	4	0.61	4,259	87,604	240
Facilities for the performing arts/music	20	35	29	10	6	1.23	4,259	86,646	237
Indoor walking or running track	55	23	11	6	5	0.63	4,259	86,237	236
Indoor play area for children	61	27	7	1	4	0.47	4,259	70,861	194
Arts and crafts studio	29	43	17	3	8	0.78	4,259	70,825	194
Computer lab	37	30	16	8	9	0.61	4,259	62,248	171
Rooms for meetings, classes, community activities	16	33	26	14	11	0.85	4,259	51,117	140
Wellness centers to promote health	32	28	17	6	17	0.43	4,259	38,715	106
Activity area for senior citizens	36	31	16	8	9	0.31	4,259	31,106	85
Warm water therapy pools for seniors	35	24	11	9	21	0.29	4,259	27,074	74
Toddler room with programs/childcare	50	29	4	0	17	0.2	4,259	25,315	69
Rooms that can be rented for birthday parties	5	9	18	33	35	0.85	4,259	19,621	54

Task 3:

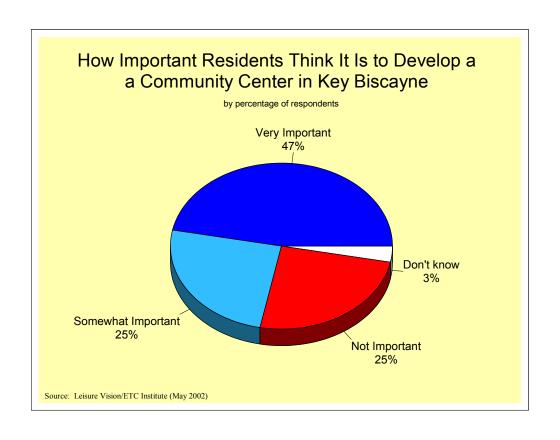
Determine Who Residents Think a Community Center Should Be Designed to Serve

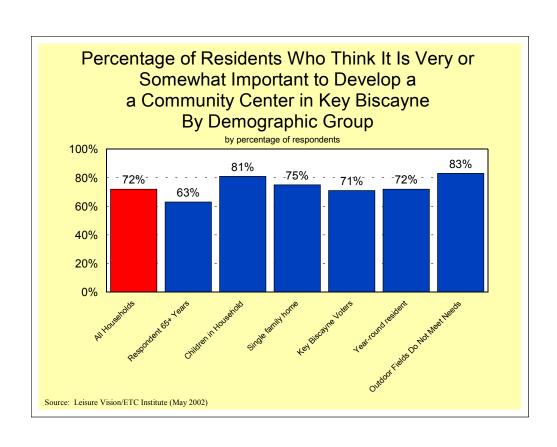


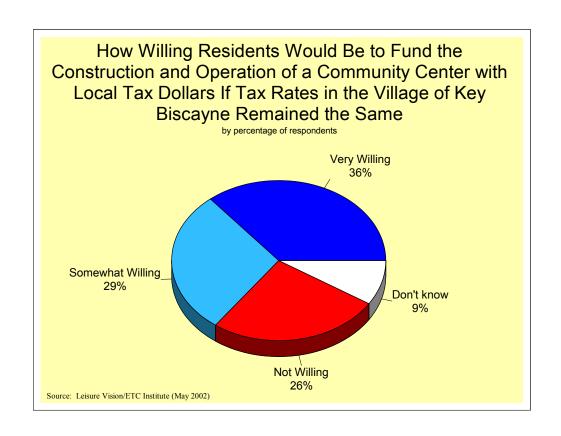


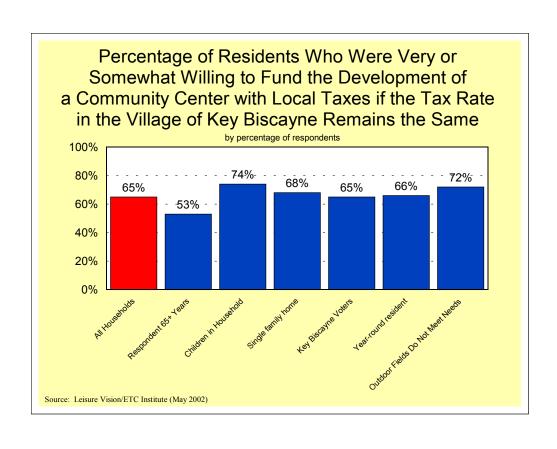
Task 4:

Determine How Important
Residents Think It Is to Develop
a Community Center and
Whether They Are Willing to
Pay for a New Facility



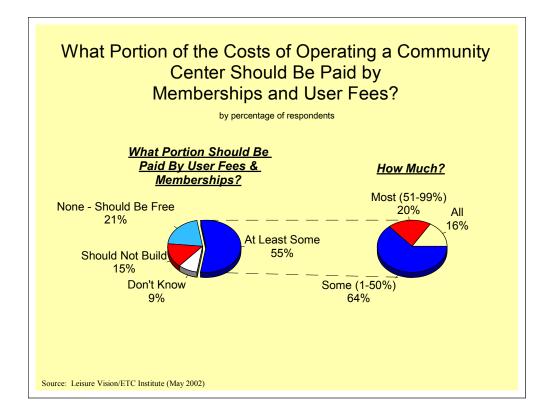


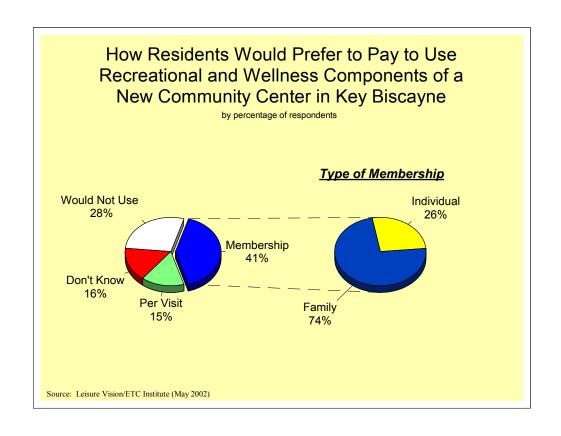


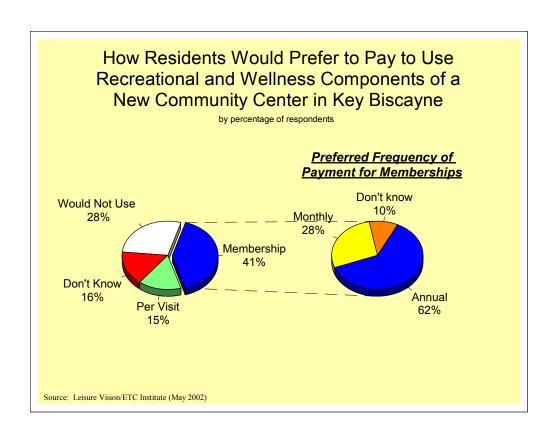


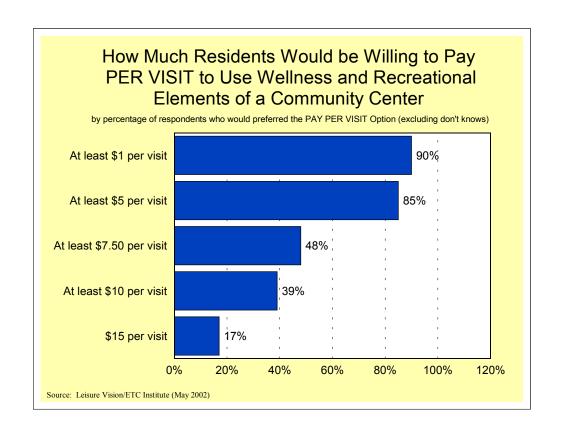
Task 5:

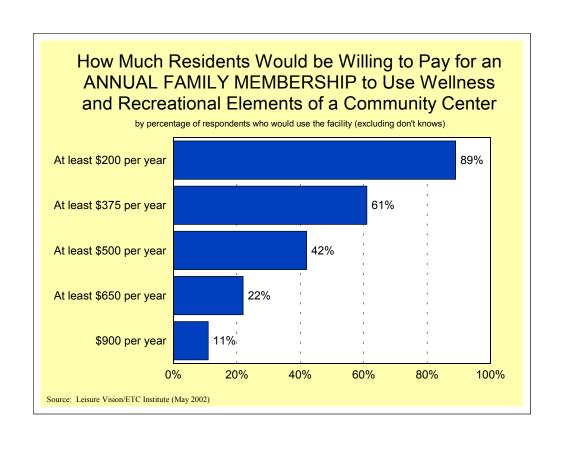
Determine How Much Residents Think Should Be Charged to Use a Community Center

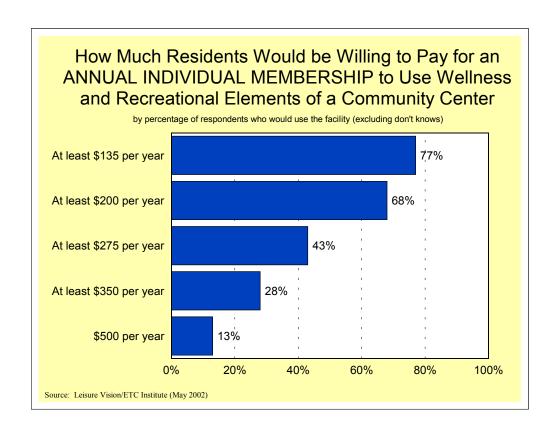


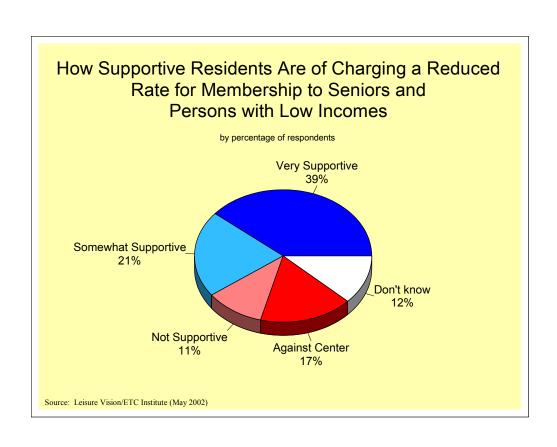






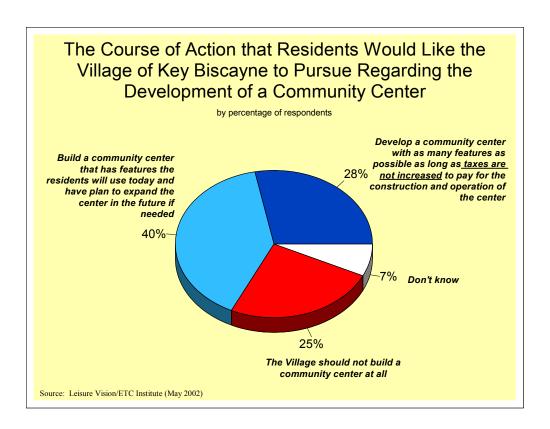






Task 6:

Determine the Community's Preferred Course of Action Regarding the Development of a New Community Center



Summary

Source: Leisure Vision/ETC Institute (May 2002)

Summary

-) The Village of Key Biscayne should proceed with plans to develop an indoor community center that has the following areas at a minimum:
 - 5 a multipurpose indoor gymnasium
 - 5 an outdoor pool with lap lanes
 - 5 activity areas for youth/teen programs
-) To ensure the financial viability of the facility (i.e., ability to cover operating expenses) the Village should strongly consider the inclusion of the following:
 - 5 a indoor fitness or wellness center
 - 5 a concessions area
 - 5 areas for dance and/or aerobics
-) The Village of Key Biscayne should begin a plan to ensure the outdoor recreational needs of the community, particularly outdoor athletic fields, will be met over the next 5-10 years

Questions???